HOW TO PLAY

TRACK&FIELD™

KONAMI®

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CONGRATULATIONS!

You have just purchased the authentic Konami home version of Track & Field, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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INTRODUCTION

Take Your Mark! You're in for the workout of your life. Eight grueling events await you. In order:

1) 100-Meter Dash
2) Long Jump
3) 110-Meter Hurdles
4) Javelin Throw
5) Skeet Shooting
6) Triple Jump
7) Archery
8) High Jump

You can play against another player or against the computer. You can choose novice or expert levels. You can even choose which event comes first. (The others follow in order.)

But to proceed, you have to make the qualifying time, or distance, or score, in every event. Otherwise, it's all over.

HOW TO PLAY

Get Set! Track & Field can be played by one or two players. If there are two players, play alternates from one to the other.

A single player can use either Control (1) or Control (2). When two players are competing, both Controls must be used.

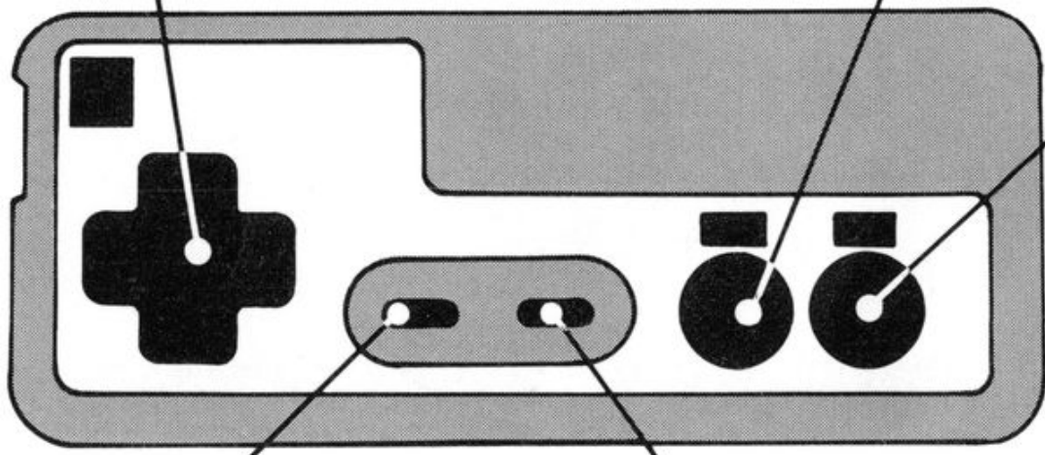
Before play begins, use the SELECT button to choose 1- or 2-player novice level (1P A or 2P A) or expert level (1P B or 2P B). Then press the START button, and when the game selection screen appears, use the SELECT button to choose your first event. Now you're ready to play.

Go!!

CONTROL FUNCTIONS

Control Pad (jump)
controls timing and angle of jump in athletic events, shot release in skill events.

B Button
not used.



A Button (run)
controls running speed in athletic events, shooting aim and timing in skill events.

Select Button
for choosing number of players, level of competition, and first event.

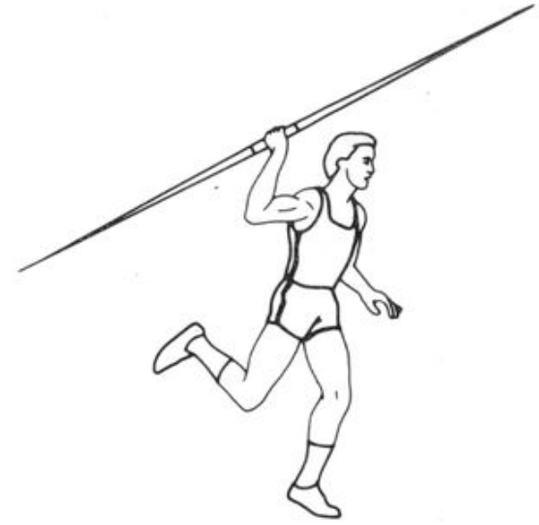
Start Button
begins game, pauses action during competition.

THE PLAYERS

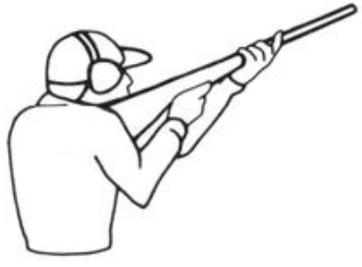
100m Dash

Long Jump

110m Hurdles

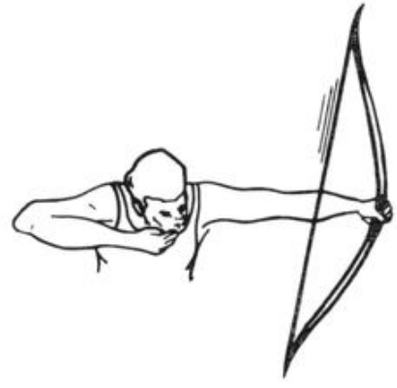


Javelin Throw



Skeet Shooting

Triple Jump



Archery

High Jump

BONUS BABIES!

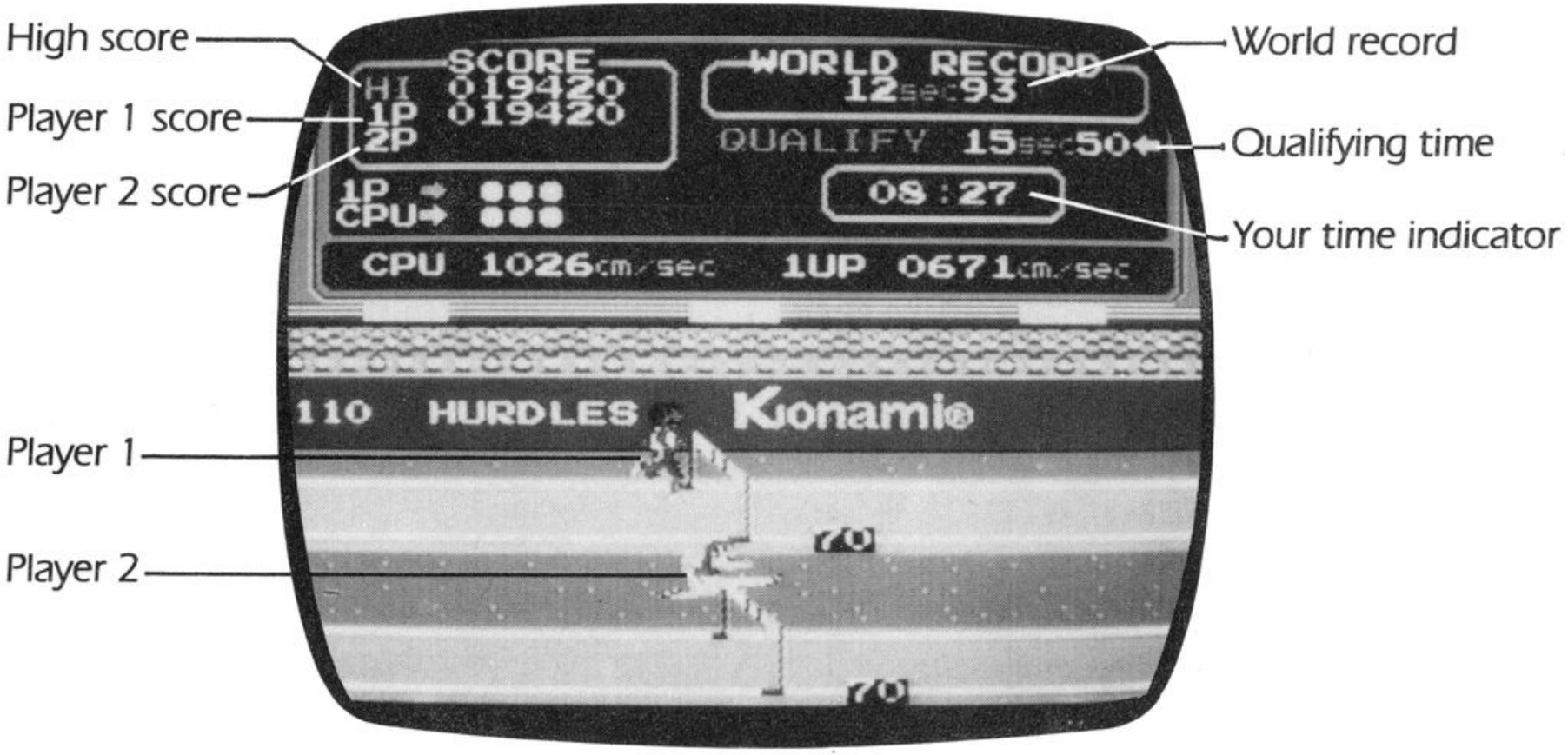
Watch for an appearance by one of these crowd-stopping competitors—each visit means 3,000 bonus points for you!

Jocular Pig
(Bonus points 3,000)

UFO
(Bonus points 3,000)

Mole
(Bonus points 3,000)

THE SCREEN


High score
Player 1 score
Player 2 score
SCORE
HI 019420
1P 019420
2P
WORLD RECORD
12sec93
QUALIFY 15sec50
World record
Qualifying time
1P
CPU
08:27
Your time indicator
CPU 1026cm/sec
1UP 0671cm/sec
110 HURDLES
Konami
Player 1
Player 2

THE EVENTS

100-Meter Dash

The contest is raw speed, but it's not as easy as it looks. How fast you run depends on how fast you can keep hitting the "A" Button—it takes a rapid fire finger just to qualify! And don't jump the gun—three false starts send you back to the locker room!

Long Jump

Build your speed with the "A" Button, time your takeoff and, at the touch of the Control Pad, off you go! Distance is determined by your point of departure and the angle of your jump. You'll get three attempts to qualify, but remember: fouls count as turns.

110-Meter Hurdles

A track and field classic, the ultimate combination of speed ("A" Button) and timing (Control Pad). You only get one heat to qualify, so make it good. But be careful—one missed hurdle, and you're history!

Javelin Throw

Once again, you must build speed with the "A" Button and release with the Control Pad, but there's an added twist: the angle of your throw. If it's too low, it'll fade; too high, it just floats. You get three throws to get it just right.

Skeet Shooting

A truly tough test of skill! You must pull the trigger the moment a target comes into your sights. But which trigger? "A" Button shoots right, Control Pad left—you'll need lightning reflexes with both hands to qualify!

Triple Jump

You're just a hop, skip and a jump away from the qualifying distance, but it's not quite as easy as it sounds. Like the Long Jump, build speed with the "A" Button and take off with the Control Pad—but the real key is timing your second and third takeoffs perfectly.

Archery

You're up against shifting winds and moving targets on this range—nothing less than perfect timing will do. Shoot by pressing either the "A" Button or Control Pad...and remember, the longer you keep it pressed, the higher on the target you'll hit.

High Jump

The toughest challenge of all—the one that separates the men from the boys. You've got to change the angle of your jump in mid-air—not once, but several times—to make it over the bar cleanly.

Treat Your Konami Game Carefully

• This Konami Game cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation, if this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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